PRIMAL
THE AWAKENING

CAMPAIGN BOOK

THE NORTHERN STARS

In the darkness of a cave
for just a moment I thought I saw a light.
A slender hand held it aloft,
and its fate flickered feebly.

In that light, there was suffering,
there was injustice,
there was all that remained
of humanity.

MAP OF THYREA

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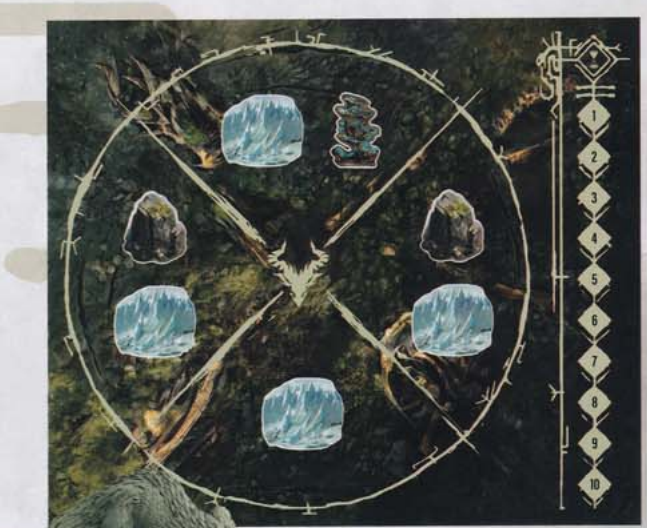
QUEST SCENARIOS



Sirkaaj miniature

1x Beathanis

2x Rock

4x Ice

INTRODUCTION

You march quickly over the snowy ground of the Vintrarian tundra. Before you, a white and barren land stretches as far as the eye can see to the extreme north of the known lands. A biting, icy wind blows, and your boots sink heavily into the snow. It is a still, dark night, and only the twinkling of the stars and their iridescent colors can pierce the gloomy, depressing air that surrounds you.

What is said about the northern sky is true: these remote places offer a glimpse into a unique, dreamlike, celestial landscape. The firmament of Thyrea seems to light up with life to contrast the ghostly panorama of these lands, which have been strangled of all vitality by the grip of frost. You feel drawn to that vivid, ethereal sky. It is as if some power is filtering through those iridescent chinks and trying to reach you through the light of the constellations.

The outposts were built in these remote lands at the northernmost point explored by humankind in order to unravel the mysteries of the sky there. 'The edge of the world,' they call it, today the scene of the bestial battle with the monsters and creatures that live there.

You come to a halt. In front of you, the evidence of that battle is real and brutal. You race forward to what remains of the seekers' outpost, which has been utterly destroyed. Mirah does a quick reconnaissance of the surrounding area and then returns to get your attention.

There are footprints in the snow leading away from the attack site. You follow the tracks in the snow until you see a shadow moving among the ice-encrusted bushes. A lone Sirkaaj, its jaws still stained with blood, moves furtively: it is hunting something, its breathing is frantic, and it is nervously sniffing out its prey. There is no time to lose – driven by your anger toward the creature, you grit your teeth and unsheathe your weapons. Under the reflection of the northern stars, your roars resound in the gloomy silence of winter.

CONCLUSION

Steaming blood gushes from the Sirkaaj's corpse, staining the pristine, white snow. As you catch your breath and examine the creature's fangs, you see the faint glimmer of a torch in the distance. A group of seekers who survived the attack emerge from a rocky ravine and walk toward you, trembling in fear and from the cold.

"There's an icy wind coming from the mountains, indicating a storm is brewing, which will rage toward the south," says one of the men, whose faces have been marked by their close encounter with death.

"We have been here for a long time, and we can say for sure that this frost is not natural – there is something we still do not understand... The cold compelled the monsters to hunt; they were thirsty for our blood. They massacred all our camps. Ours is the only group left," he says gloomily.

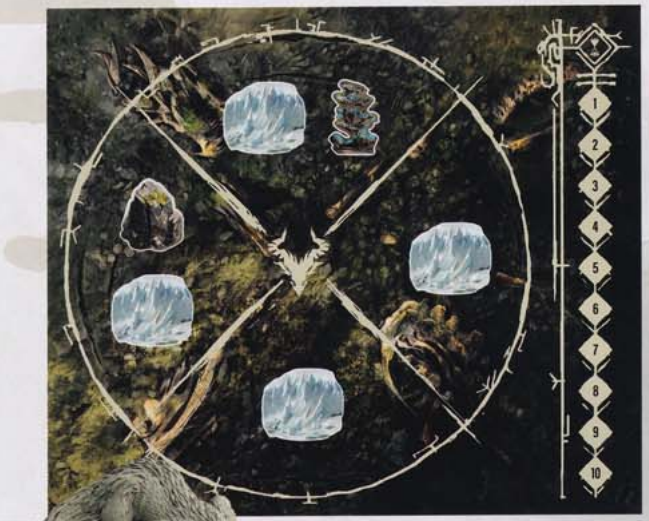
"When they attacked, the sky was red. The northern lights have been changing color and fluttering in the sky like a stormy sea for some time," adds another wounded seeker.

You look up at the sky, as if searching for a guiding light in the darkness to avoid getting lost. You need answers, some mark of your destiny written in the stars.

As you make your way south, you turn for one last glance at the unreachable lands to the north. Up there in the sky, from the edge of the world, a red aurora burns bright among the stars like an ancient wound that is still bleeding. The depths of the north have not yet revealed their darkest secrets to you.

Quest rewards on page 20

47 GLACIAL BITE



Sirkaaj miniature

1x Beathanis

1x Rock

4x Ice

INTRODUCTION

Snowflakes fall thickly like countless tiny glassy eyes staring at you as you wander among the sparse, snow-covered trees. You advance cloaked in white, not far from the other hunting teams on a mission with you, under the leadership of the Commander. You stop from time to time to scan the ground: the large sheets of ice covering it are like murky windows reflecting the leaden sky.

When night falls, the icy wind picks, forcing you to proceed more slowly as it whips at your face. When the snowstorm arrives, you stop to check the maps from under your black wool caps. The packs of ravenous Sirkaaj sniff out the blood of their prey from afar and are said to attack when the storms come. One bite from these monsters can instantly freeze their prey.

"There's nothing on this side," a seeker returns to the group after having gone on a recon mission. "These monsters are perfectly camouflaged, it is impossible to spot them in this blizzard," he adds grimly.

He does not even have time to finish his report before the Sirkaaj, like arrows shot from a bow, emerge with lightning speed from the snowstorm. Like white ghosts, they descend rapidly into the valley, craving warm flesh. You count at least seven of them.

The pack moves nimbly, almost in unison, like a single, deadly predator. Like their inaudible footsteps on the fresh snow, their gaping mouths make no sound; like the falling snow, death will arrive silently to their prey.

As you draw your weapons, the wind dies down and only distant screams can be heard in its wake. Elsewhere, the battle has already begun.

CONCLUSION

The monster lies on the ground, its white coat streaked with steaming blood. With the last of your strength, you reach the Commander on a bleak rise that offers a sweeping panorama over the battle, which is still ongoing in the woods below.

"Many have lost their lives... and it's not over yet," Reja says, still panting.

She points to some of the surviving squads, which are making their way back. The fighting has given the seekers the time they needed to find and rescue all the missing, but it was a heavy price to pay.

"The great freeze is advancing farther south every day, and these monsters' hunger seems far from being sated. With all this bloodshed, more will soon arrive," she concludes with a grim look, as she changes a blood-soaked bandage on her left forearm.

"The sky..." you suddenly exclaim.

You were so focused on the battle below you that you had not noticed what was happening above: the northern lights are tinged with a dark red color, and luminous shafts of light now pierce the night sky, radiating in all directions like blood gushing from a wound.

Quest rewards on page 20

48 THE TOMB OF ICE

Mamuraak miniature

4x Ice

2x Rock

SPECIAL RULES

Special behavior setup: Leave *Mamuraak's* Winter's Embrace card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

Glaciation track: Set the glaciation level to 0 by placing the corresponding marker on the ᚠ space on the glaciation track. The glaciation track is explained in detail on page 3 of the *Ice Expansion* rules.

INTRODUCTION

The large river that once flowed majestically through the valley of the Goldarks is now motionless. The water, which has been put into a frigid slumber by the cold weather, is now a slab of blue ice that is thick enough to walk on. On the banks of the river, the trees are bent over, laden with snow, and the sharp icicles hanging from their branches tinkle like chains in the frigid wind. Under your feet, you can see air bubbles trapped in the ice, which formed so quickly that it froze the current as it followed the curves of its eddies and waves.

According to the Seekers, a colossal creature has awakened from hibernation and is on its way to the heart of Thyrea. Each of its heavy footsteps freezes the earth it stands on, and its breath alone is enough to cover the forest with frost as it moves through it.

When you pass the meander in the frozen river, the enormous creature appears in front of you: a pachyderm with massive horns whose shiny, ice-covered skin reflects the dancing ribbons of the northern lights. As you approach, you can distinctly feel the air get bitingly cold. Your breath rises toward the sky along with the air surrounding the beast's body, which cools rapidly and condenses into snow-filled clouds. The first snowflakes fall from the sky as you unsheathe your weapons, ready to sink them into its glacial body.

CONCLUSION

At the end of the battle, you head toward what remains of an ancient citadel in the north, where you can rest before returning to the base. You march in the snow, falling as if the heavens were descending to the earth one fragment at a time. You reach the ruined walls and enter the fortress, built between the rock face of the mountain and the riverbank.

The desolate rooms were abandoned centuries ago, and the roof has fallen in, so you are forced to go deeper and deeper into the citadel to find shelter. You walk under a large archway and find yourselves in a great hall: the stone roof is still intact, but the hall has nevertheless been inundated by mounds of frost-covered ice. With your hands chapped from the cold, you rub the surface of these mounds, and you are utterly stunned to see a pair of glassy eyes staring back at you. You keep rubbing and realize that suspended in the undulating mass of blue ice are the frozen remains of a number of warriors from an ancient northern clan. A violent battle must have occurred on this very spot. You observe their faces, still contorted by the grotesque expressions they wore in the heat of battle.

Your eyes catch a glimpse of a glowing turquoise light: among the bodies mummified in the ice, you notice a round shield, decorated with a sky-blue stone, animated by a cold light that placidly swirls around. A short distance away, a curved dagger is giving off the same opalescent light. You weigh it in your hand and feel cold shivers creep up your wrists as if caused by a trace of the power that had passed through those objects centuries before.

Among the bodies trapped in the ice, you also notice the remains of the assailants, who have also been mummified by the cold: bestial skin, clawed gloves, and furs as white as silence, flecked with red.

You decide to look for another room to make camp in, and as you pass by, the light from your lantern illuminates a crumbling, faded ancient painting that takes up an entire wall in the hall. You recognize the curves of a rolling sea and a starry sky. In the center of the painting, you can still make out a large wooden ship, laden with human silhouettes, plowing through the waves with its sails unfurled.

Quest rewards on page 20

49 THE STAR GATE

Mamuraak miniature

4x Ice

SPECIAL RULES

Special behavior setup: Leave *Mamuraak's* Winter's Embrace card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

Glaciation track: Set the glaciation level to 0 by placing the corresponding marker on the "" space on the glaciation track. The glaciation track is explained in detail on page 3 of the *Ice Expansion* rules.

INTRODUCTION

"Hidden somewhere in the frozen mountains to the north is the location of the place the Celestial Dragon comes from. We must find it – it may still hold a trace of the Dragon's power," Nael tells you, as he leads you safely, using the stars as his guide.

A thousand lights shine in the sky and the whistling, icy wind cuts your face. Here, every step you take toward the frost requires immense effort. Yet the promise of what lies hidden on Thyrea's outer frontiers urges you to put one foot in front of the other, without stopping. Suddenly, you feel the cold get even more intense, almost unbearable.

"This is no natural winter. It must be caused by a monster!" Nael shouts, his voice echoing in the wind.

You can barely keep your eyes open when an enormous silhouette appears on the horizon. It proceeds slowly in your direction as the bitter cold bites deep into your bones, paralyzing you. From the frozen mountains, the edge of the known lands, the monster bears down on you, as merciless as the coldest of winters.

CONCLUSION

The rhythm of your march is marked by Nael's footsteps. Behind you, the body of the monster lies lifeless in the freezing air, while the sky frames the horizon with stars that seem brighter than ever.

You are venturing into Thyrea's deep north, where no Alborean has ever gone before; with the death of the monster, the wind abates and the snow all around gets softer and less treacherous. Suddenly, Nael stops in his tracks, his gaze fixed upon the horizon. You raise your heads and see the stars in the sky moving about and giving off brightly colored lights.

"Do you see it too?" asks Nael. "It looks like a large gateway."

You continue to follow your guide toward the horizon until you too can make out a constellation that is so bright it dazzles you. The stars move in the sky as if forming into new constellations and breaking apart again as you pass by. None of you have ever seen anything like it.

Finally, without your noticing, the snow beneath your feet melts and an endless lake stretches before you until it touches the night sky at the point where the earth touches the horizon. The crystalline surface of the water reflects the astral light with flashes of iridescent colors; you feel as if you are surrounded by indefinite time.

You stand still looking out over the body of water on which the constellations are mapping out new shapes. The eyes of the Prime Seeker slowly begin to glow with that same dazzling light. The starlight also falls on his medallion creating an intricate pattern of shapes and words. Nael bends over and scoops up some water with a trembling hand. It is crystal clear with a myriad of colors sparkling inside it.

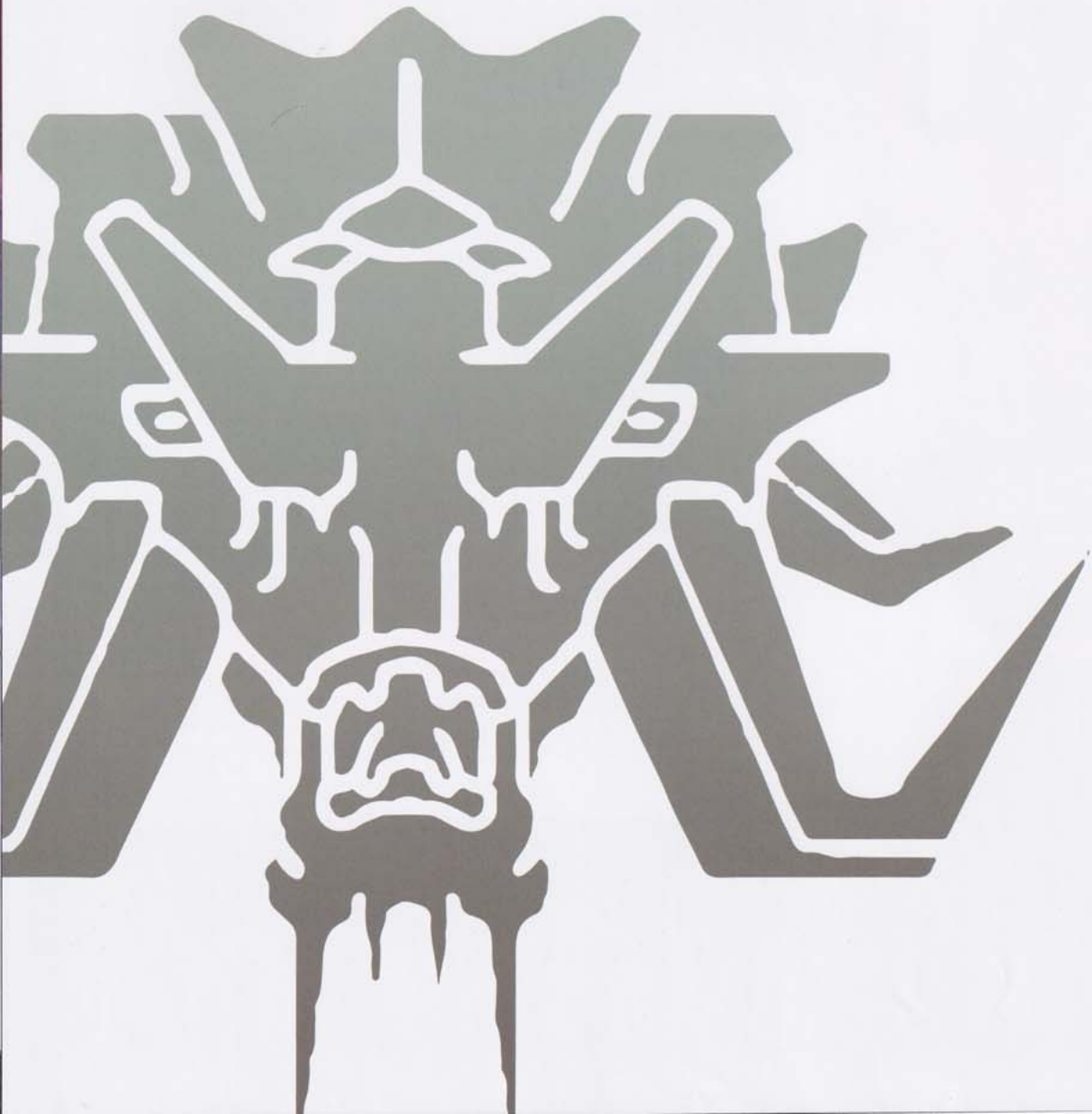
Continues on the next page

At the most remote point of Thyrea, no one could ever have imagined such a peaceful, ethereal, and surreal place. Was it really here that the Celestial Dragon was born? You wonder to yourselves what the sparkling eyes of your guide, now imbued with untold power, are seeing. It is clear that something inside him has changed forever.

Continues on the next page

"I closed my eyes and saw the sky. Not our sky, but that of the future. The stars were painted like brushstrokes on a black canvas. Suddenly, my eyes recognized the picture they were creating... which slowly came to life as if it were real," Nael says.

Quest rewards on page 21



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QUEST REWARDS AND EXPIRATION

46 Ravenous Winter

Unlock the Ice Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 2x 2x

Gain the achievement *"The Fallen Star"*.

Sirkaaj blood vision

The shining sky above me suddenly begins to stir, as if moved by a gale of stars. A roar breaks out which makes the air tremble, and from the profound darkness, a star falls – a gift from heaven to earth. It draws a very long arc through the sky, and strikes the earth to the west, on the flattened top of the plateau. The earth shakes and welcomes its power. The memory of the bright trail of that shooting star – as beautiful and inexorable as destiny – remains imprinted in my eyes.

47 Glacial Bite

Unlock the Ice Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 2x 2x

Unlock Quest 48.

Unlock Reward card 35 (unlock both copies of this card).

Sirkaaj blood vision

Bursting into a sprint, we can barely feel the snowflakes falling lightly upon us. Our warm breath marks the rhythm of the hunt and with each breath of cold air, our bodies gain more strength. We see the group of fugitives in front of us: they are slow and vulnerable. I begin to smell the scent of blood about to flow. The wounded huddle around their large lantern, while some warriors prepare to face us. The Voice of the one Dragon echoes in the sky and within us.

48 The Tomb of Ice

Each player gains the following crafting and plant resources:

Elements: 2x | 1x 1x 2x

Plants: 1x 2x 2x

Unlock Reward cards 36 and 37.

Mamuraak blood vision

Our lantern illuminates the prow of the ship, and, like a lighthouse, it lights the path awaiting us through the waves.

"The pack is coming!" I shout to the captain of the ship, which is being pummeled by the choppy water.

"We're all here; it's time to set sail!" he says, looking at the sky covered in black clouds, undoubted harbingers of an imminent storm. His eyes shine brightly, as if all the light of the now-covered stars were within them.

Thyrea moves away from our gaze as we sail the open sea, relying on the power of the navigators. With their eyes closed, they can see the sky and the constellations beyond the clouds. We, on the other hand, see only darkness on the deck: the storm that has gathered over Thyrea is now also spreading over the sea, and to escape its shadow, we must sail into the unchartered ocean.

49 The Star Gate

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 2x 2x

Gain the achievement *"The Lake of the Celestial"*.

Unlock Reward card 34.

Mamuraak blood vision

Disturbing black clouds loom above us while, below, the sea stirs restlessly.

"It is time. We must set sail, now!" orders the ship's captain and leader of our clan.

The large lantern illuminates the prow of the ship and, like a lighthouse, shows us the path that awaits us through the waves. For us, this is not only a light, but a symbol that unites all of us Thyrean exiles with a single intention, a single hope.

In silence, I sit on the deck of the ship. In my hand, I hold a feather soaked in ink, ready to draw stars and constellations on naval charts. Around my neck, my medallion shines with light. I concentrate, close my eyes, and see all the lights of the sky hiding beyond the clouds. They appear to me, resplendent in all their beauty.

"Toward the unknown lands of the Outer Islands," I whisper, as I plot a course with my eyes closed.

"Far from the violence," I say.

I summon all my courage as I peer into the deep sky for the most remote and distant stars, which will guide us in our exodus from Thyrea.

"Further and further away," in my mind, there is a succession of constellations and stars, weeks and then months. My hand moves frantically over the paper, then, suddenly, stops.

"The course has been mapped out."

I let myself fall onto the deck of the ship, exhausted. I open my eyes and not a single star is visible in the violent darkness of the night sky. The helmsmen look at me hopefully. We must face the storm to escape the darkness that has engulfed Thyrea. Toward a better future, following a new course for humanity.

"It is said that, little by little, we will also lose the power of the bloodline," I think. "Come with me on this last journey, my beloved stars... Ours is a conscious choice: we will be free from the Voice of the Dragon."

EXPIRATION

46 Ravenous Winter

The northern outpost has been destroyed and there are no survivors. Ice and snow have whitened the tundra of Vintrar and packs of hungry Sirkaaj are descending further and further south.

47 Glacial Bite

There is no hope for those who have gone missing: packs of Sirkaaj have overrun the valleys between the Goldarks and the Dragon's Ridge. Seekers have reported that there are constant fights between Sirkaaj packs and Tarragua herds for control of the territory. Along with the Sirkaaj, an unrelenting frost has descended from the north and is slowly spreading through many regions.

◆ **Gain the achievement *"Glaciation".***

48 The Tomb of Ice

A gigantic monster has brought a perpetual winter to the north of Thyrea, and it is no longer possible to explore the land there. The inexorable frost is also spreading over the Goldarks and the Dragon's Ridge Mountains.

◆ **Gain the achievement *"Glaciation".***

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